



CREATING 3D ENVIRONMENTS

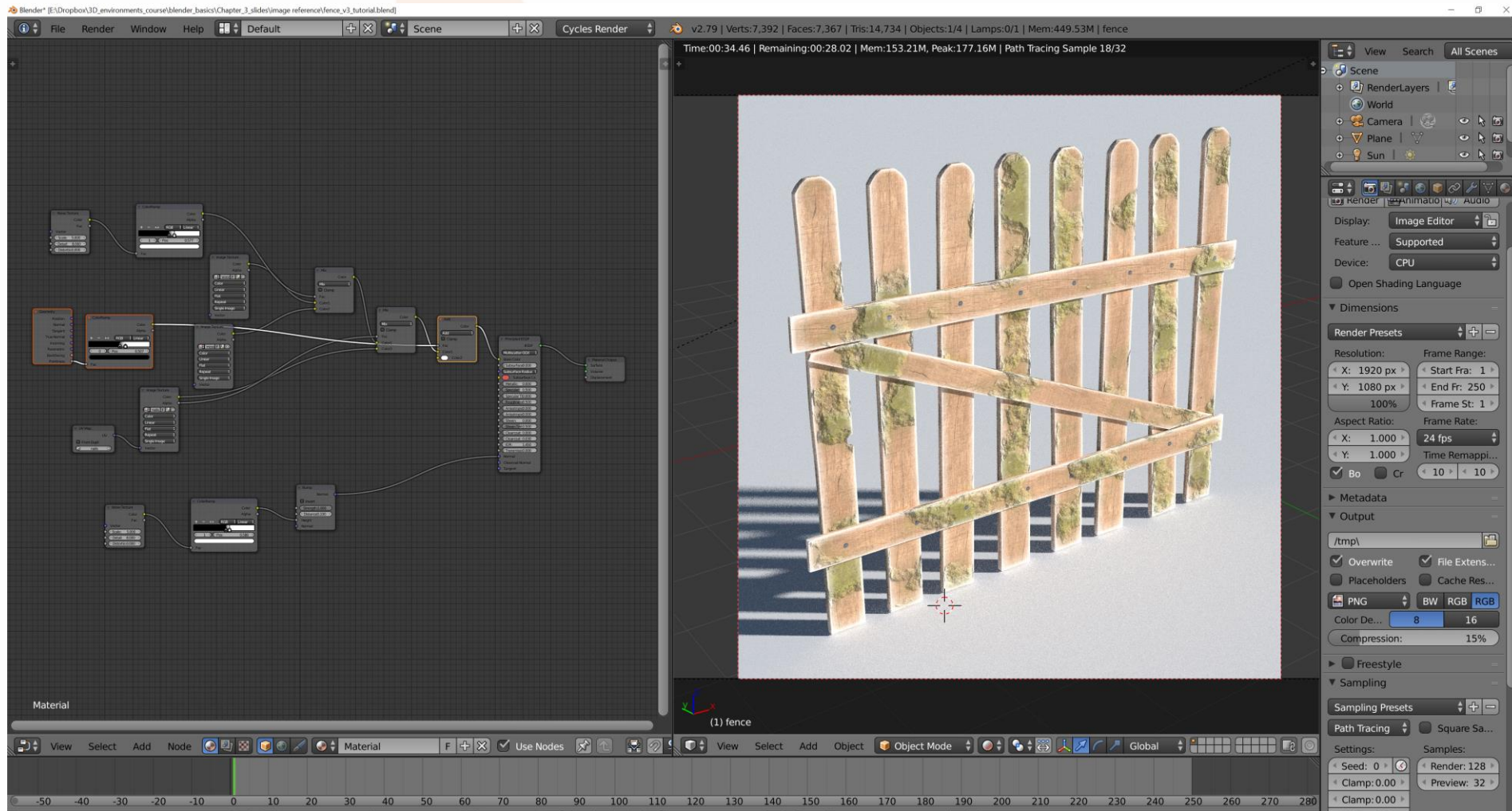
Blender Materials

Chapter 3 – Part 16

- Pointiness effect
- Nail bump effect

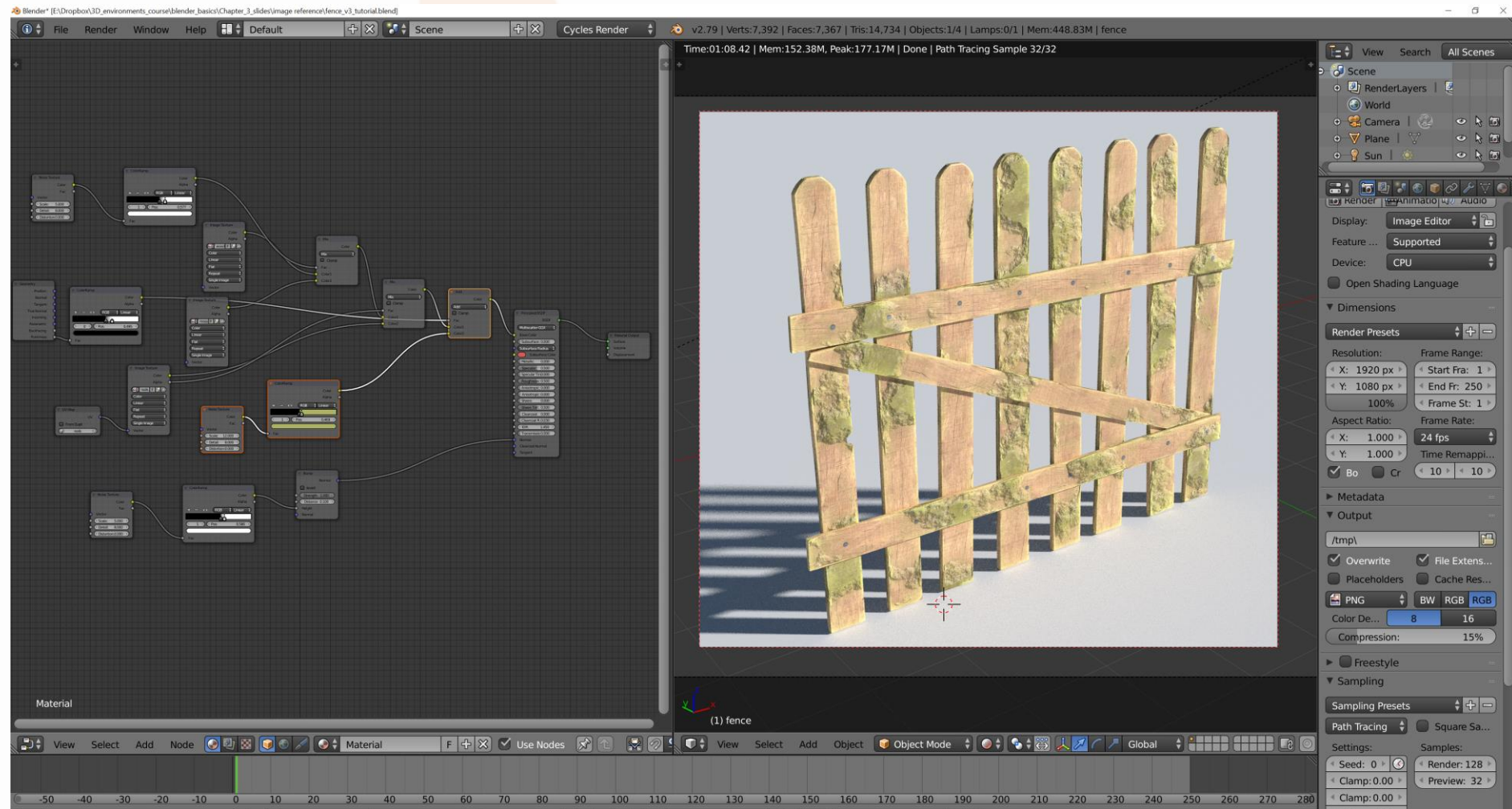


Pointiness effect



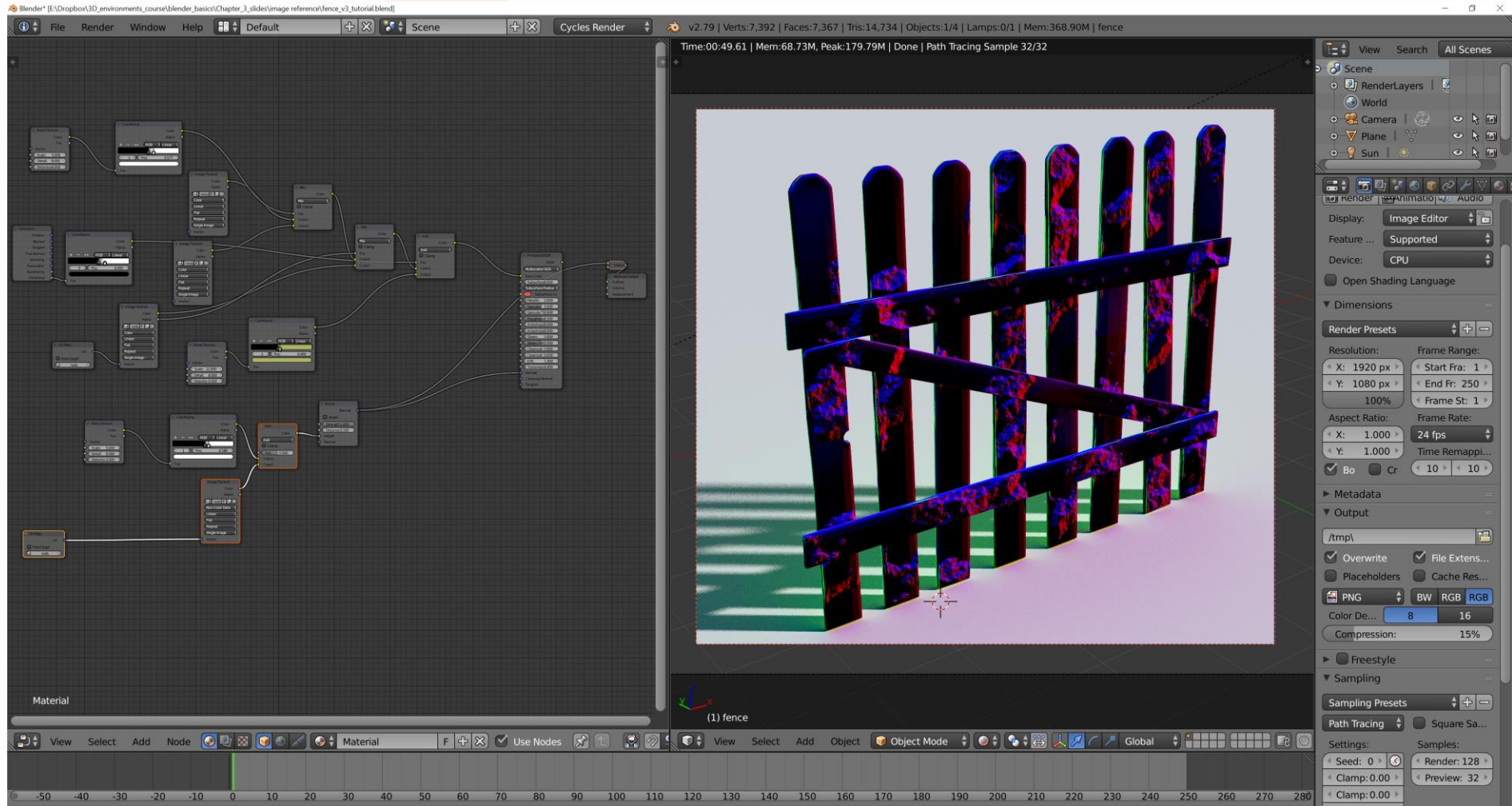
Add a geometry node and a new color ramp. Use the pointiness output for the color ramp. Add a mix node and put this between the latest mix node. Change the mode to 'add' for a better mix. Tweak the color ramp slider to get a nice looking border.

Pointiness effect (2)



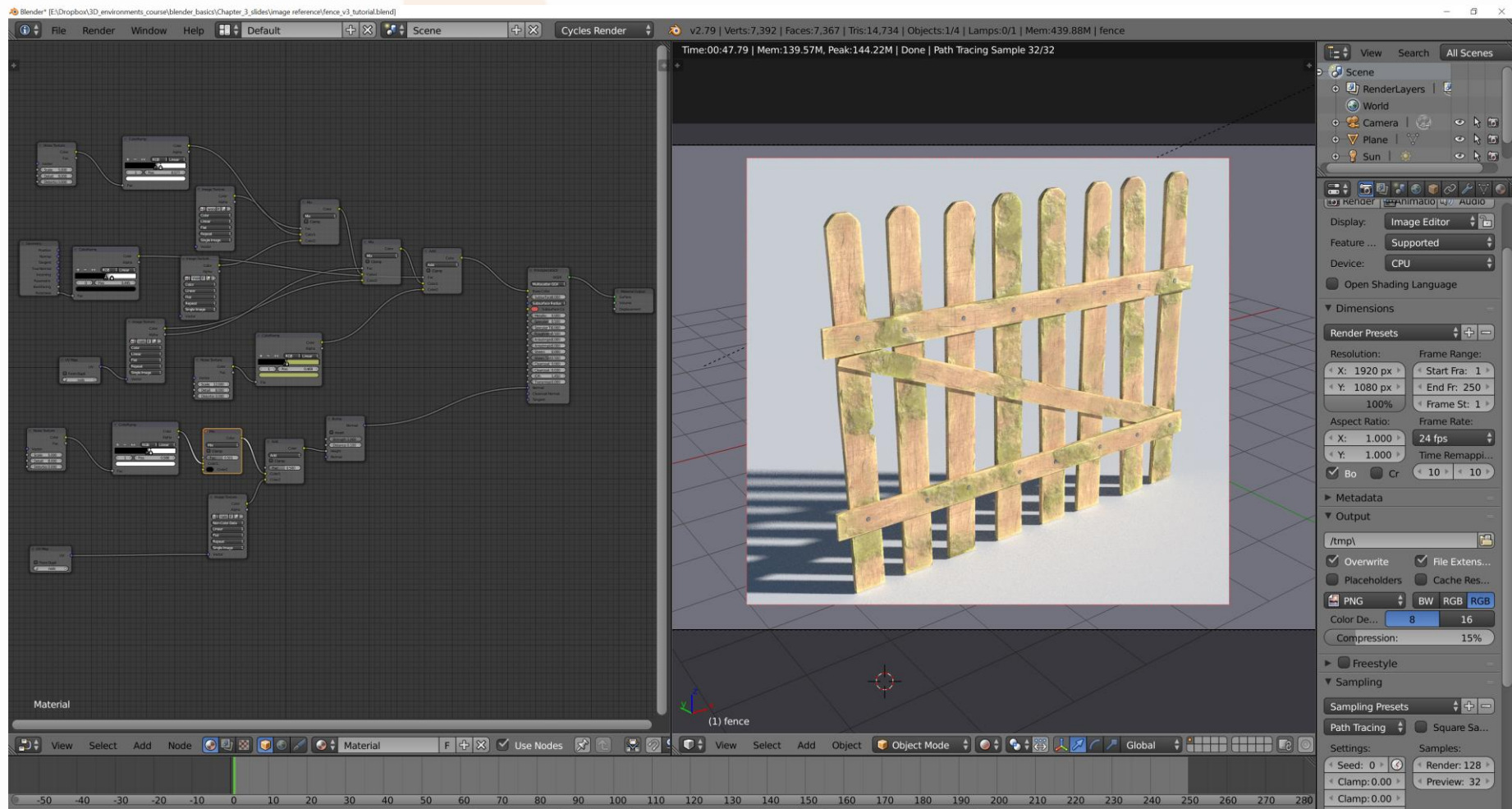
Add a new color ramp + noise texture. Use high values for the noise texture to generate random spots. Use the output from the color ramp and put in the bottom of the latest color mix. Change the white color in the color ramp you just created to pick a dirt color.

Nail bump effect



The nails look flat because it is not a real object. To fake a bump effect, use the nail bump texture and use the nail UV map to use the right coordinates. Make a new mix node and combine the color ramp from the moss dirt with the nail bump texture. Change the mix to add for the right blending mode. To get a preview from the bump looks, use CTRL + Shift key + RMB to get a quick preview.

Nail bump effect (2)



Blend the moss bump effect by adding a extra mix node. Mkae the bottom color black so you can use the slider for tweaking the effect